



# COMMUNIQUE #152

## STARDATE 2018.08.10

### THE BIG NEWS:

### SHAPEWAYS AT 1000

Our store on Shapeways continues to expand with 130+ new items released on 1 August (total 1000+ items!).

Ships released for both 3788 and 3125 scales include: Federation Battleship, FFG, POL; Klingon E5; Romulan Heavy Condor, KD5R, SparrowHawk-Mauler; Kzinti BCH, CL, MSC, Tug; Gorn DBC, DDC, DDW, Tug (with 1 or two pods); Tholian CSV, DNS with PFs, HDW, PBB with PFs, PFW with PFs, police DW, NDD, NDN, NFF, SDS with PFs; Hydran Cavalier, Cheyenne, Cossack, DWE, Gendarme, Mohawk-V, Scythian, Trooper, CWE; Lyran DWE, JagdPanther, Running Tiger; Seltorian BCH; Omega Iridani Caravel, Souldra DD, Vari Heavy Frigate, Ymatrian Horde CA and DD.

Omni scale units included in this release are: new dragons (male and female baby, old female), drones (I, IIIMW, IV, Dogfight); Federation F-111 and F-12 fighters; Klingon Auxiliary Carrier, Small Freighter, and Z-KB heavy fighter; Tholian Spider-I, IVS, and VS.

Fighters in 285 scale include: Federation F-111 and F-12, Klingon Z-KB; Tholian Spider-I, IVS, and VS.

You can check out the store here:

<https://www.shapeways.com/shops/amarillo-design-bureau-inc>



### HAILING FREQUENCIES

Check out our free online newsletter. It's full of fun and cool stuff about all of our games.

[StarFleetGames.com/newsletter.shtml](http://StarFleetGames.com/newsletter.shtml)

This newsletter includes information about upcoming conventions and demos and *FC* tactics.

### IN THIS ISSUE

This issue we present the Gorn Police Battle Frigate, an upgrade to their Police Frigate.

Priority ships needed for new *FC* cards: Hydran CAV, Kzinti FH, Romulan OmniHawk (& MegaHawk), Lyran JagdPanther, Seltorian HDW, Tholian Pocket Battleship, WYN Aux DN.

### Q & A

**Q:** Are Defense Satellites manned or are they unmanned, automated weapons platforms?

**A:** They are unmanned weapons platforms. They have no crew. They cannot be boarded by transporters. Hit & Run raids cannot be performed against them.

**Q:** Rule (4L1c) says fusion beams fire one turn then take a cool-down turn. Rule (4L2a) seems to contradict this by saying "Fusion beams can be fired once (and only once) during each game turn."

**A:** Rule (4L1c) is correct; rule (4L2a) is intended to say you cannot pay for extra shots on the firing turn. It might be better worded as: "Fusion beams can be fired once (and only once) during each turn they are armed."

**Q:** If the straight line from the center of my hex to the center of the target hex runs exactly along the edge of a planet hex, is fire blocked or not?

**A:** It is not. Good luck and good hunting!

**(5C3)-(2D4B) UPDATE:** A probe cannot be fired as either a weapon or for information while a ship is performing Evasive Maneuvers. A probe still gains 20 points of information even if a ship performs Evasive Maneuvers at other times during that turn.

—Mike West, *Federation Commander* Department Head.

### PUBLISHER'S INFORMATION

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## FEDERATION COMMANDER SCENARIO

### (8CM139) RAID ON A LONELY PLANET

Late in the General War, the Hydrans were being stretched too thin and found it hard to provide adequate protection for all their interests. One of their Outrider Survey Cruisers on a standard survey mission had come across some advanced technology of unknown origin, just below the surface of a tiny, forsaken planet. The Hydrans felt that this find was significant enough to have a planetary defense monitor quietly placed in orbit to prevent Orion pirates or other marauders from intruding. However, despite intense security, a network of Klingon spies (with help from Orion Pirates) came across information about the subterranean find, and the Klingons sent a small strike force to completely obliterate this site and drop Marines onto the planet's surface to salvage any advanced (weapons?) technology for themselves. The quickly assembled force had surprise on its side, but the only powerful ship with special sensors available was the D7E (*Communique #45*). Speed was a necessity as the Hydran response was likely to be fast and powerful. Unfortunately, the only Hydran ships close enough to respond were the original Outrider survey ship (which picked up the approach of the Klingons with its special sensors), a Warrior-class Destroyer-Leader and a Hunter-class Frigate, the last two originally headed to support a planetary assault but now redirected to deal with this raid.

#### (8CM139a) NUMBER OF PLAYERS

**Two:** The Hydran player and the Klingon player. Alternatively, two players could play the Hydran, one controlling the planetary defenses and the other the defending ships.

#### (8CM139b) INITIAL SETUP

**Map:** Set up the map with three panels across and two panels high if using small hexes (four wide and three high if using large hexes). Place the planet at the center of the map. This is a location map centered on the planet. Any ship that exits the map has disengaged and left the scenario. If any Hydran ship leaves the south or west map edge, it is considered to have disengaged. A Klingon ship(s) which leaves the map from the north or east map edge is considered to have disengaged. Leaving from another direction means that the ship is destroyed

**Hydran:** Place a planetary defense monitor up to three hexes from the planet, and two large armed freighters in any hex adjacent to the planet. There are two Marine squads guarding the surface entrance to the subterranean lab, on the planetary hex facing direction C. Place an Outrider Survey Cruiser, Warrior Destroyer-Leader, and Hunter Frigate on the map edge in direction E/F from the planet.

**Klingon:** Place a D7E Survey Cruiser, D5G Commando Cruiser, D6K Heavy Cruiser, and a D5, on the map edge in direction B/C from the planet.

#### (8CM139c) OBJECTIVE

**Mission-Klingon:** Capture the hidden underground lab by landing at least 10 Marine squads, eliminating the Hydran Marines, and then having all 10 spend 16 consecutive impulses on the planet. (If some Marine units are destroyed reducing the number below 10, the Klingons can replace them and resume the count where it was suspended.) After this they must recover all 10 squads and then successfully disengage with the D7E. Only the D7E had the resources to gather and process the data from the lab and still escape reinforcements.

**Mission-Hydran:** Save the lab, and (if possible) destroy the Klingon force to prevent further attacks before the site can be further reinforced.

**Time Limit:** The scenario stops at the end of Turn #7 just before Hydran reinforcements arrive.

**Victory:** The success of the Klingon mission depends in great part on the data on the technology recovered, without the loss of the D7E. Survey ships are expensive and the alien technology is untested.

**Klingon Marginal:** The lab is captured and 10 Marine squads are recovered but with the loss of all ships but D7E.

**Klingon Tactical:** The lab is captured and 10 Marine squads are recovered with the loss of any ship but the D7E, while destroying one or more Hydran ships.

**Klingon Decisive:** The lab is captured and 10 Marine squads are recovered without the loss of any ships, while destroying two or more Hydran ships.

Any other result is considered a loss for the Klingons and a victory for the Hydrans. In a decisive victory, the Hydrans lost no ships. In a Tactical Victory they lost one (other than the survey ships). In a Marginal Victory they lost two (not including the survey ship).

The Klingons have committed what resources they could to this mission and therefore anything but complete success was a waste of these resources. This captured information and equipment is untested and its weapons potential unknown but regardless of this, it cannot be left in the hands of the Hydrans. Any possible military advantage that can be gleaned from this data must belong to the Klingon Empire.

#### (8CM139d) SPECIAL RULES

**1. Atmosphere/Subterranean Lab:** The planet has no atmosphere so there are no atmospheric effects on weapons fired at the planet or targets on the planet. However the lab is subterranean and equipment cannot be captured other than by Marines actually entering the lab (which happens automatically after destroying the two Hydran Marine squads stationed on the planet's surface and any other Hydran Marines which arrive) and the 10 Klingon Marine squads spending 16 consecutive impulses on the surface in possession of the lab.

**2. Hydran reinforcements:** At the start of Turn #8, the Hydrans receive an overwhelming force and the Klingons must have already left or their ships are counted as destroyed.

#### (8CM139e) FORCE DYNAMICS

The scenario can be played again under different conditions by making one or more of the following changes:

**1. Alternative Ships:** Replace the Hydran DDL with a Knight or Lancer

**2. Alternative Empires:** Replace all of the Hydran units with Kzinti or for a twist, ISC equivalents

**3. Balance:** Replace one or two ships with larger or smaller ships to adjust the balance.

#### (8CM139f) DESIGNER'S NOTES

This scenario was written new for *Federation Commander* by Art Trotman.

# GORN BATTLE FRIGATE

## FLEET SCALE

GCS

Name

PROBES



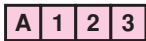
MARINES



FRAME  
DAMAGE



WEAPONS  
USED



TURN MODE B  
MOVE COST  
1/8

BASE SPEED 8  
TURN MODE 2  
SPEED COST 1

BASE SPEED 16  
TURN MODE 3  
SPEED COST 2

BASE SPEED 24  
TURN MODE 4  
SPEED COST 3

ACCELERATION  
COST 1/8

DECELERATION  
COST 1/8

HIGH ENERGY  
TURN COST 5/8

EVASIVE  
MANEUVER  
COST 3/4

**C152**

COUNTER **BFF**  
POINT VALUE: 27  
DAMAGE CONTROL: 1

POWER  
TRACK



9

8

7

6

5

4

3

2

1

0

#6



#2



#5



#3



PL-A



PLASMA ARMING



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FLEET SCALE SHIP CARD #C152  
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FRACTIONAL POWER

0 1/8 1/4 3/8 1/2 5/8 3/4 7/8

# GORN BATTLE FRIGATE

## SQUADRON SCALE


COUNTER **BFF**  
 POINT VALUE: 60  
 DAMAGE CONTROL: 2

**POWER TRACK**




18  
17  
16  
15  
14  
13  
12  
11  
10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0

GCS  
Name \_\_\_\_\_

PROBES  


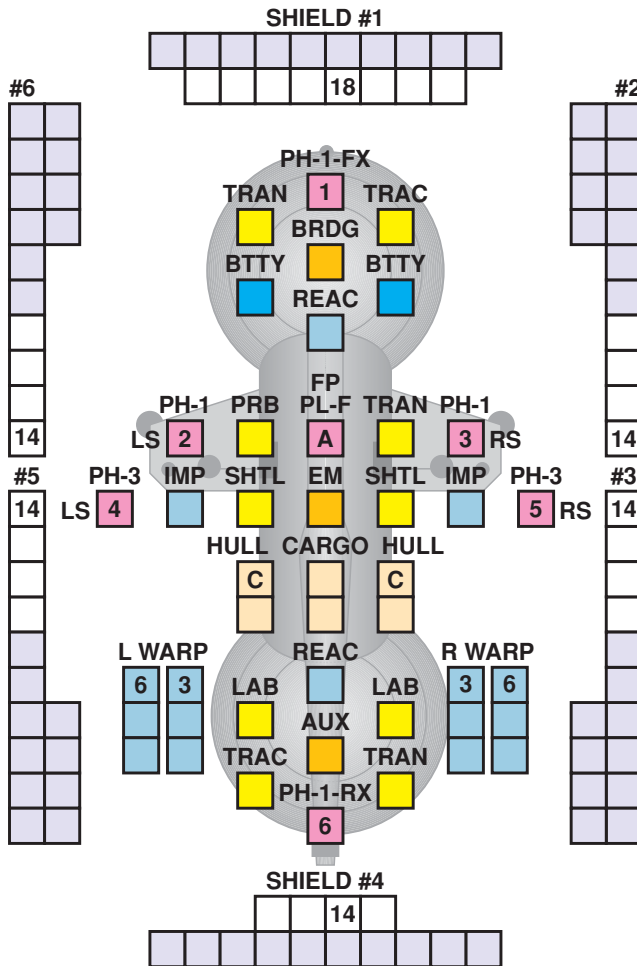
MARINES  
 6 

FRAME DAMAGE  
 3 

WEAPONS USED  

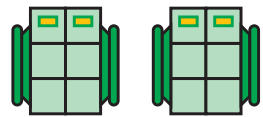
A	1	2	
3	4	5	6

TURN MODE B MOVE COST 1/4
BASE SPEED 8 TURN MODE 2 SPEED COST 2
BASE SPEED 16 TURN MODE 3 SPEED COST 4
BASE SPEED 24 TURN MODE 4 SPEED COST 6
ACCELERATION COST 1/4
DECELERATION COST 1/4
HIGH ENERGY TURN COST 1+1/4
EVASIVE MANEUVER COST 1+1/2



PL-A  
 20   
 10 

PLASMA ARMING  
 A  F



**C152**

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 COMMUNIQUE #152  
 SQUADRON SCALE  
 SHIP CARD #C152  
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**FRACTIONAL POWER** 0  
 0 1/4 1/2 3/4

BABY DRAGON  
Lawson

FEDERATION B1  
BOMBER  
Lawson

GORN TUG  
Zamboni

NEO-THOLIAN  
DREADNOUGHT  
Zamboni

FEDERATION  
BATTLESHIP  
McCammon